The Escape

- November 13th, 1428 -

The village of Domrémy is attacked by the English, here to spread terror and devastation. A young girl named Joan of Arc sees in this attack the Devil's work, having taken on a dragon's shape and breathing fire on the little town.

French player

Joan of Arc (Shepherdess) | Hero (Joan's brother) | Soothsayer (Joan's father) | Merchant Girl (Joan's mother) | 4 Peasants | 1 Angel

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English player

Wiliam de la Pole | 1 Mounted Knights | 1 Sergeants-at-arms | 2 Pikemen | Priest | 3 Flying Demons

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Dragon

Victory Conditions

The French player wins the game if *Joan of Arc* reaches the area containing the shrine, which immediately ends the game.

The English player wins the game as soon as 5 units from the French side are destroyed, or if *Joan of Arc* is destroyed, both of which immediately end the game.

If neither player has won the game by the end of the 5th round, then the game ends in a draw. If *Joan of Arc* hasn't been destroyed by the end of the 5th round, the French player wins the game instead.

Rewards

Each player gains:

- 1 ⊗ for each destroyed enemy unit.
- 2 ⊗ tokens for each destroyed enemy Character.

4B
13A
2B
17B
16B
Shrine
1 x Angel
1 x Flying Demons
1 x Flying Demons
1 x Flying Demons
1 x Peasants
Ruins
1 x Peasants
Hero (Joan's brother)
1 x Peasants
Soothsayer (Joan's father)
Merchant Girl (Joan's mother)
1 x Peasants
Joan of Arc (Sheperdess)
The Dragon
20
1 x Mounted Knights
Well
1 x Pikemen
1 x Sergeants-at-arms
1 x Pikemen
William de la Pole
Priest
1
2
3
4
5
6
Le Dragon
20

Special Rules

Setup

The English player shuffles the 6 Dragon cards (special round cards numbered 1 to 6) and places them face down near the *Dragon's* unit card.

The following Equipment cards are shuffled and placed face down next to the game board:

- Relic
- Horses
- 7 leagues boots
- Potion

When a Character moves into the area containing the ? token, they can remove this token from play and draw an Equipment card, which they can immediately equip onto themselves.

The Dragon

At the beginning of each English player's turn, shuffle all 6 Dragon cards and draw one. The card's number indicates the *Dragon's* target hex (see below).

The number indicate the location of an adjacent hex. If the card indicates a location that doesn't contain a hex, draw another card. For each Legend token spent by the English player, they can add or remove 1 from the drawn card's value in order to have the *Dragon* target a different hex (Note: if the card's number is 6, spending 1 Legend token lets players target either hexes 1 or 5).

• If the targeted hex is free of units and terrain elements, the *Dragon* moves into the targeted hex.

• If the targeted hex isn't free, the *Dragon* performs a gigantic attack on the targeted hex. If the hex isn't freed by this attack, place a Fire token in this hex's area adjacent to the *Dragon* .

If the targeted hex is freed of all units and terrain elements by one of the *Dragon's* attacks, it can perform a follow-up after combat.

The English player is the one that rolls and allocates dice during one of the *Dragon's* attacks. No effect from units or cards can target or affect the *Dragon* in this scenario.

Angels & Demons

In this scenario, each single *Flying Demons* miniature is considered as a *Flying Demons* unit.
The *Angel* can only attack the *Flying Demons* in this scenario. Similarly, the *Flying Demons* can only attack the *Angel* in this scenario. All other units cannot attack either the *Angel* or the *Flying Demons* (humans can't see them).
The *Angel* and *Flying Demons* cannot fly in this scenario, as there are no sky hexes.

The shepherdess

Joan of Arc cannot be upgraded in this scenario.